# Standard Operating Procedure

**Task:** Electrode Polishing **Date:** May 29, 2013

Revision Date: May 5, 2016

## Background:

• Electrode polishing helps to create a structurally consistent surface to facilitate the acquisition of reproducible data.

### **Training Requirements:**

- Lab safety training
- Electrochemistry training

#### **Potential Hazards:**

None

### **Special PPE Requirements:**

None

#### **Materials Needed:**

- Electrode (glassy carbon, GC, or boron-doped diamond, BDD)
- Polishing kit
  - MicroPolish Powder (0.3 and 0.05 micron)
  - o 2-7/8" Mastertex PSA Buehler polishing pads
- Water, methanol, and acetone squirt bottles

#### Procedure:

- Inspect the surface of the electrode:
  - The electrode surface should look uniformly shiny and reflective.
  - General lack of luster, or patches of grime, grit, or foreign material can usually be addressed with polishing.
  - o If the electrode surface is visibly scratched, consult a senior electrochemist in the group.
- Rinse the electrode first with methanol and then with water.
- Prepare the polishing pads:
  - There are two polishing pads, one 0.3 micron powder and one for 0.05 micron powder. Be careful not to cross-contaminate the polishing pads.
  - Add water to each polishing pad to wet the surface.
  - Add a pea-sized scoop more polishing powder to the pads if necessary.
- Polish the electrode:
  - o Before beginning an experiment, start by polishing with the 0.3 micron powder.
  - Maintaining a flat contact with the polishing pad, hold the electrode vertically and firmly (but not forcefully) and move the electrode in a figure 8 pattern for 20 seconds.
  - Thoroughly rinse the electrode with water.

- o Next, polish with the 0.05 micron powder, using the same technique.
  - Use the 0.05 micron powder/pad for subsequent polishes during an experiment.
- Thoroughly rinse the electrode again with water (if the electrode will be used in organic solution) or acetone (if the electrode will be used in aqueous solutions).

### References